

RAMMER™



SEGA®

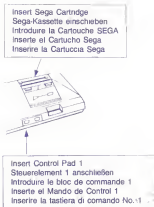
Loading Instructions:

Starting Up

- 1 Make sure the power switch is OFF.
- 2 Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
- 3 Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
4. At the title screen, press Button 1 to start the game.

IMPORTANT:

Always make sure that the Power Base is turned OFF when inserting or removing your Sega Cartridge.



R-Type

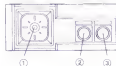
They came from a dimensional plane clear across the galaxy, wreaking havoc and chaos from star system to star system. With an evil that smothers all resistance with fear and terror, the horrid creatures of the Bydo Empire are knocking on Earth's front door.

The Earth Defense League has one ray of hope to stop the wave of terror: R-9, a supersecret spacecraft capable of striking the enemy in their own dimensional plane. When flown by a hot pilot like you, the R-9 can rip through bug-eyed monsters faster than a light saber through butter. But the horrendous creatures of the Bydo Empire are more than claws and pointy teety; they've got some pretty impressive hardware, too, so stay frosty! Earth's future depends on you!



Taking Control

- ① DIRECTIONAL BUTTON
(D-Button)
- ② BUTTON 1
- ③ BUTTON 2



D-Button:

- Moves your ship in eight directions.

Button 1:

- Fires your ship's energy weapons
Press repeatedly for rapid-fire pulse beam action, or hold the button before firing to activate R-9's laser blast. The longer you continue to hold the button, the more energy is accumulated and the more destructive power unleashed.

Button 2:

- To Merge and Separate Droid units, valuable additions to your ship that are acquired during the game

Your Ship: The R-9

R-9 is Earth's most advanced and deadly spaceship. It is equipped with a nuclear fusion reactor for unlimited propulsion and weapons fire. At the start of the game, you have three R-9's at your disposal. When all your ships are lost, the game is over.

When you reach a score of 50,000 points, an extra R-9 will be awarded. Other ships are awarded after reaching scores of 150,000, 250,000, 400,000, and 600,000 points.

R-9:

SPEED: 208 km/sec.

WEIGHT: 31.0 t

SPAN: 10.8 m

LENGTH: 18.2 m

HEIGHT: 5.1 m



Battle Stages

R-Type is played in eight different stages:

① The Bydo Empire's frontline base.

② The Bydo caves.

①



②



③ The Mega battleship.

③



④ The Terrible Mechanical cells.

④



⑤ The underwater caves.

⑥



⑦ The eroding city.

⑧ The warehouse labyrinth.

⑨



⑩ The Bydo Empire Home Base.

At the end of each stage is a tough boss alien protecting entry into the next level. You must defeat them to advance. By defeating the last creature at the end of level 8, you win the game and save the universe!

Your score and the number of remaining R-9 spaceships will be displayed at the clearing of each stage, but not during the battle scenes.

Droid Units

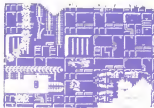
When Bydo POW Armor is destroyed, it releases Droid Units which look like metal spheres. To obtain Droids, fly through the blue force gem and the Droid will appear from the left side of the screen.

If you push Button 2, the Droid will advance toward R-9 and join with the ship. Droids shoot pulse beams in tandem with R-9, and cannot be destroyed. You can place the Droid in either the front or the rear of R-9 by steering your ship, wherever it will help you destroy the enemy best. Droids will absorb some types of enemy shots.

By pushing Button 2 again, you can separate R-9 from the Droid for an effective battle formation, depending on the enemy units attacking you. If the Droid gets a bit too far away, push Button 2 and bring it up close. The Droid will also fly on a diagonal line from you. You can use this ability to shoot a path of destruction through the enemy, or to concentrate fire on specific targets!

Laser performance and destructive power of the Droid change depending on how many Droid gems units you obtain (one, two, or three), and whether or not the Droid is attached to R-9.

(7)



(8)



After obtaining the second Droid gem, the Droid is able to shoot pulse beams diagonally up or down when separated from R-9. When the third Droid gem is obtained, it will shoot pulse beams up/down and diagonally up/down when separated from R-9.

Powering Up

To have any chance at all of killing the Bydo Empire's nastier creatures, R-9 needs to "power up". Power Up parts also appear when you defeat Bydo POW Armor units. After shooting them, POW Armor units drop various "unit symbols", which you pick up by flying over them.

There are six different types of unit symbols.

① Reflecting Laser Force Units (blue):

Rather than firing in a straight line, this powerful laser beam ricochets off objects



①



② Antiair Laser Force Units (red):

This ring-style laser shoots in a straight line, but has the strongest demolishing power, since the width of the ring is very wide, making it easy to hit the enemy.



③ Speed Units:

Increase the speed of your R-9 ship each time it is obtained.

④ Antiland Laser Force Unit (yellow):

Shoots both top and bottom (up and down). When it hits an obstacle, it runs along the surface until it destroys an enemy in its path. This weapon excels during fights with the Mega Battleship and during cave fights.



2



Twin Missile Units

Homing radar automatically guides twin missiles to the nearest target. They can hit two targets at once.

M



3



S - Bit Units:

Up to two "Bits" (round power spheres that float above and below your ship) can be added to the R-9. They can shoot pulse beams, and kill the enemy when touched.



4



Villains of The Bydo Empire

- ① **Zipp** 100 points.

Superspeed, moves from right to left.

- ② **Bagut** 200 points.

Attacks in formation.

- ③ **Manx** 200 points.

Will attack in groups

- ④ **Skimmer** 200 points.

Slides on the surface

- ⑤ **POW Armor** 200 points.

Carries Power and Droid Units.



2



3



4



5



- ⑥ **Gondolan** 100 points
15 Cannons that rotate.

- ⑦ **Fritz** 200 points.

Advances from right to left in a straight line.

- ⑧ **Mikkun** 200 points.

Appears from top and bottom of walls

- ⑨ **Getrudo** 200 points

Eats Mechanical Cells.

- ⑩ **Cancer** 300 points.

Matches the height of R-9 and attacks.

⑥



⑦



⑧



⑨



⑩



⑪ **Clinger** 300 points

Moves in line with wall and shoots.

⑫ **Basua** 300 points.

Chases R-9.

⑬ **Suotron** 400 points

Flies at high speeds while shooting Mechanical Cells.

⑭ **Middok** 400 points.

Shoots continuous stream of laser beams.

⑮ **Sonar** 400 points.

Appears from the center of earth and shoots.

⑯



⑰



⑱



⑲



⑲



⑩ **Crabb** 500 points.

Appears from inside the ground and swims in the air.



⑪ **Zoid** 500 points

Changes body appearance and attacks.



⑫ **Skianto** 500 points.

Shoots laser blasts.



⑬ **Rocker** 500 points.

Shoots missile barrages.



⑭ **Dauber** 800 points.

Shoots attacking missiles in large quantities



⑮ **Barucca** 800 points

Discharges Zoids.

⑯ **Jidak** 800 points

Shoots continuous stream of laser beams.

⑰ **Dopu** 1,000 points.

The pink window is its weakness.

⑱ **Mura**

(head) 800 points.

(body) 300 points.

When hit on head, breaks into pieces and scatters.



23



23 **Borudo** 1,500 points.

A moving obstacle that will not attack but is difficult to destroy.

24



24 **Vin** Indestructible.

Moves from end to end of the screen.
Watch its movement and avoid it.

25



26



27



Boss Aliens

You'll encounter these bad guys at the end of each round.

- ① **Krell** (1st Stage)
5,000 points.

The middle face is its weakness.
Beware of the tail and death rays

①



- ② **Gomande** (2nd Stage)
8,000 points.

Guarded by a death snake. Shoot it in
the eye when it opens

②



- ③ **Mega Battleship** (3rd Stage)
10,000 points

Equipped with many cannons. Circle
from below and blast the upper piston

- ④ **Monpalre** (4th Stage)
15,000 points.

Many ships pulled together into one. Its
weakness is when it separates. Watch
the green windows

③



- ⑤ **Kraken (5th Stage)**
2,000 points.

Guarded by numerous octopi. Center into the middle red shiny spots and shoot.

⑤



④



- ⑥ **Buronku (7th Stage)**
0 points.

The spot that shines bluish is its weakness. Beware of waste particles that fall from above

⑥



- ⑦ **Bydo (8th Stage)**
15,000 points.

The ruler of the Bydo Empire. No one knows its weakness, but a wise use of Droids may be the key.

⑦



NOTE:

In the 6th stage, there is no Boss Alien

Helpful Hints

- Try running your fingers clockwise or counter-clockwise around your D-Button. If it's during the right time and place, there's no telling what might happen!
- Watch the demonstration screens carefully to get a good understanding of the attack hints
- Learn how the game advances, and don't let needed Power Units get away.
- Master the separation and coming together of Droids. In order to defeat the bosses, clever use of Droids is very important.

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

Do not get wet!

Do not bend!

Do not subject to any violent impact!

Do not expose to direct sunlight!

Do not damage or disfigure!

Do not place near any high temperature source!

Do not expose to thinner, benzine, etc!

* Be especially careful not to stick anything on the SEGA CARD!

- When wet, completely dry before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.



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